

SYSTEM AND METHOD FOR USER INTERFACE MIRRORING UTILIZING A LAYOUT MANAGER

Abstract of the Disclosure

A system and method for user interface mirroring are provided. User interface
5 objects are defined according to an object hierarchy that defines a logical relationship
between a root element and one or more child elements. Additionally, the root element
includes a directional property that is inherited by the child elements. A layout manager
obtains the logical relationship and the specified directional property and correlates a set
of physical coordinates each display object according to the directional property, while
10 maintaining the logical relationship. A renderer renders each of the display objects
according to the specified directional property, while maintaining a truth table for